

Ohio FIRST LEGO League State Championship Information Packet



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FIRST[®] LEGO[®] League Ohio Championship

Tournament Date, Time, Location and Contact

Date: February 6 & 7, 2016

Location: Ervin J. Nutter Center @ Wright State University

Tournament Contact: Brenda Ronnebaum, brenda.ronnebaum.ctr@us.af.mil, 937-938-4862

Basic Schedule – February 6

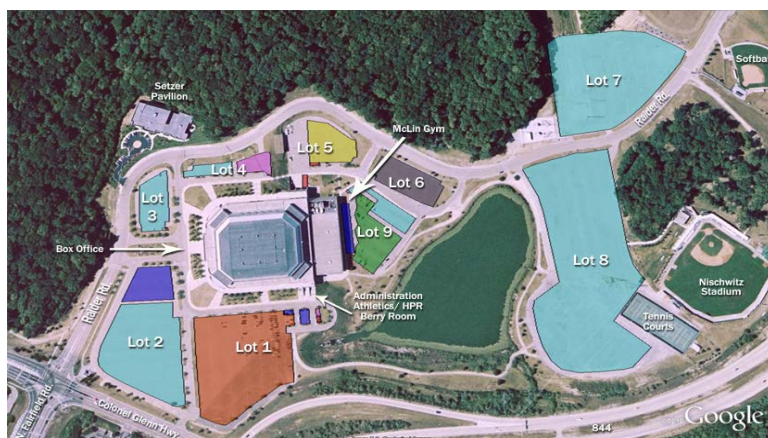
Time	Activity
8:00 AM	Team Check in
9:00 AM	Judging Begins (All Judging is CLOSED to the public)
3:30 PM	Judging Ends

Basic Schedule – February 7

Time	Activity
6:30 AM	Pits Open
7:15 AM	Coach Meeting (one coach from each team to attend)
7:45 AM	Parade of Teams and Opening Ceremony (Open to the Public)
9:00 AM	FIRST LEGO League Practice Rounds and FIRST LEGO League Jr. Dayton Expo Begin
11:50 AM	FLL Lunch
2:30 PM	Sixty Seconds to Stardom (more info to come)
3:30 PM	Closing Ceremony (Open to the Public)

Parking

Teams reporting for judging should park in Lot 9 as depicted on the map to the right. Spectators and participants on Sunday plan to park in Lots 1 and 2.



Food

No outside food is permitted at the Ervin J. Nutter Center. Concessions will be available for purchase throughout the day. As soon as concession menus are available, they will be provided to teams to help with planning purposes. Additionally, a wide variety of restaurants are available within two miles of the facility.

Exceptions to the outside food policy will not be made. If a team member needs special arrangements due to an allergy or sensitivity, please plan to take advantage of the nearby accommodations; there will be a lunch break within the schedule so teams can plan for lunch without worrying about missing robot rounds.

Dress

Dress for all teams is casual. In fact, we encourage your team to adopt a fun and unique team identity, which allows others to understand something about your team, your engineering experience, or your Project. Think smart marketing! Remember to **HAVE FUN!**

Team Size

The maximum number of children on your team is 10. All members of your team must be between the ages of 9 and 14 years (in the United States, Canada, and Mexico), or between the ages of 9 and 16 years Outside North America. For the upper limit, no student can be older than 14 years of age (or 16 years of age outside North America) as of January 1, 2015, to be eligible to compete in the *FIRST*® LEGO® League TRASH TREKSM Challenge season.

Team rosters should match those from the regional and district qualifying tournaments.

Team Check-in

Saturday, team check-in will begin at 8:00 AM. It is advisable for teams to report 30-60 minutes before your scheduled judging time. (Schedules will be provided to teams as soon as possible).

Coaches must submit the following for their teams to the Team Check-in Volunteers:

- **Team Roster (for United States and Canadian Regions):** Download your team roster from the Team Information Management System (TIMS) website, print a copy, and bring it to Team Check-in. Staple additional [FIRST® Consent and Release Forms](#) to the Team Roster for any team member or Coach who does not have an electronic consent form on file. A *FIRST* Consent form is required for every team member, Coach, and Mentor who will be with the team during the competition day.
- **Team Information Sheet:** Please bring four copies of the form found at the Wright Patterson Air Force Base Educational Outreach website (link at the bottom of this section). – one to turn in at Team Check-in, and one for the Robot Design Judges, one for the Core Values Judges, and one for the Project Judges. Your team will deliver the

Team Information Sheet to each of your judging teams when you attend your judging sessions.

Your team will receive the following at Team Registration:

- **Team Access Passes:** One pass (a lanyard with a name tag and schedule) will be provided for each team member and two Coaches. Your team will only receive two Coach lanyards, even if your team works with more than two Coaches and Mentors. Your team will need to decide what two adults will be spending the day with the students. **NOTE: At least one adult Coach is required to supervise the team at all times during the tournament.**
- **Schedule of Events and/or a Program Book:** Your team will be provided information about the tournament day, including a competition schedule.

Pit Area

The Pit is where your team will spend most of the time. This is where you will work on your robot and programming. This is also the area where you can enjoy downtime with your team, get to know other teams, see their robots, and find out about their Projects. Your team will have access to:

- One standard-sized table
- At least two (2) chairs
- Electricity – Bring an extension cord and a power strip, as your access point will consist of a single outlet/plug. A power strip will allow you to charge your robot and your laptop at the same time.

We recommend that you bring the following for your team to have in the Pit Area:

- A bin or large bags (like trash bags) to store personal belongings, like coats, under your table
- Your robot and all your robot supplies (attachments and additional building pieces)
- Your laptop computer and power cord
- A box or small bin to carry your robot and attachments to and from the competition area
- A team display board (or feel free to set up your Core Values poster for display)
- A team banner or other team sign – to hang from your pit table and carry for Opening & Closing Ceremonies
- Games (there will be long periods of downtime – bring some small games that the team can play when things are slow)
- Items to share with other teams (optional) – At many tournaments, teams bring something little that says something about their team that they can share with other teams (ex. A team might pass out Kiss candies with a note to remind teams about the K.I.S.S. principle, “Keep It Simple, Silly.”) Or whatever else you would like to

share that says something about your team, your school, your project, your robot, etc.

Some Pit Area Rules for you to keep in mind:

- Coaches should NEVER work on the robot, the attachments or the robot programming. In fact, coaches should refrain from handling the robot, attachments or the computer – save your internet surfing for another time. ***NOTE: If your team encounters technical difficulty, let someone at the tournament know so that the officials at the event understand why a coach might need to handle a robot or work on the computer. There will be staff in the pits who can help or stand near you to eliminate any perception of excessive coach involvement.***
- Remember to be Gracious Professionals when using the practice table:
 - Be mindful of your time and other teams' needs (In the event that another team has a crisis with their robot - robot repairs, loss of firmware, etc.- please be courteous and allow a team facing a crisis to use the table in your place).
 - Reset the practice field for the next team
 - Make sure you check that you do not take a mission model from the practice field
 - Offer help to teams that may need it!

Coaches' Meeting

On Sunday, the Coaches' Meeting will be held in the **Competition Area at 7:15 AM**. At least one team coach should attend this meeting. Make sure that another coach or mentor is assisting the team to set up in their pit area during this time as they parade of teams will begin at 7:45 AM . At this meeting, your team's coach will have the opportunity to:

- Meet the Tournament Director
- Meet the Head Referee
- Understand the flow pattern through the competition area
- Ask judging-related questions
- Ask Robot Game questions
- Ask any other tournament-related question

Judging

Team judging begins at 9:00 am on Saturday, February 6. Each team will be judged within a judging block. Your team will spend fifteen (15) minutes with a set of judges, have five (5) minutes to regroup, spend fifteen (15) minutes with the second set of judges, have five (5) minutes to regroup, and spend fifteen (15) minutes with your final set of judges.

Only team members and two (2) coaches will be allowed into the judging rooms. One team coach will be permitted to videotape the judging session; however, that adult should remain in designated areas. Nobody from the team should stand behind the judges. Coaches should be

silent observers of the judging process and refrain from influencing the session in any way. If you choose to use a PowerPoint presentation, you will have to use your own computer and any needed equipment. The only item that will be available to you is an electrical outlet. The judging schedule is tight. Any time spent setting up electronics will be part of the allotted 15 minutes in the judging room; if you plan to use electronics, be very prepared to set them up quickly. You must be on time for your judging sessions or forfeit the session.

All cell phones (team members & coaches) must be turned off during the judging sessions.

The following outlines what you can expect in each of the judging sessions.

Robot Design Judging

In the Robot Design Judging area, your team will find a competition table, mat, and field set. The team can use the *FIRST*® LEGO® League TRASH TREKSM field for explanation and/or demonstration purposes. During this session, your team will spend fifteen (15) minutes with the judges. The team should be prepared to present your **Robot Design Executive Summary** (as outlined in the Robot Design Executive Summary document), which should last no longer than five (5) minutes, to allow for the judges to ask your team questions.

You must bring your robot and its manipulators to Robot Design judging. Please bring your laptop, a diagram or a printout of your programming, as well.

Project Judging

Your team will spend fifteen (15) minutes with the judges. Your team will have five (5) minutes to deliver your Project presentation to the judges – this includes set-up time; the last ten (10) minutes are reserved for the judges to ask questions. This presentation should be rehearsed and polished. The judges will wait until your presentation is over to ask questions. Please stick to the five (5) minute time limit! Props and costumes are permitted, and judges will look for creativity in the presentation style. A standard 110v outlet will be available in the Project Judging Room for your AC powered devices.

Remember, to be eligible for a Trash Trek Project award, your team needed to choose a problem within the realm of trash, research the problem, create an innovative solution that improves the learning experience, and share that improvement with others.

For questions about the Project, review the Challenge Updates and visit [Judging FAQ](#) on the *FIRST* LEGO League website.

Core Values Judging

Your team will spend fifteen (15) minutes with the judges. During the first five (5) minutes, your team will be given a surprise teamwork activity to complete in front of the judges. The judges will be looking for evidence of your team dynamics: How well does your team communicate? Do they respect each other? Do they incorporate each other's ideas into the solution? Does your team have leaders? Do they incorporate elements of Gracious Professionalism® in the

way they communicate with each other? Are they able to solve the problem and complete the task?

After the activity, your team will spend no more than five (5) minutes sharing their Core Values Poster with the judges.

The final five (5) minutes are reserved for the judges to ask the team questions about the activity, the poster and/or the season.

For information about [all judged areas](#), reference the *FIRST*® LEGO® League website.

Opening Ceremony on Sunday, February 7

At **8:00 AM** just prior to the start of the Robot Performance rounds, join us for the Opening Ceremony! This is a fun celebration to open the spectator portion of the event and will occur after your judging sessions are complete. The ceremony will begin with a Parade of Teams – bring your team banners or signs (if you have them) and your team spirit! After this ceremony, you will be ready to tackle the Robot Game!

Spectators

The Opening Ceremony and Robot Game is free and open to the public, starting at 8:00 AM. The judging portion of the event, which will happen on Saturday, is closed to the public. Thank you for respecting this policy. Please remember to respect the Team Only areas – the competition floor area (the area where teams queue and compete) and the judging area.

Robot Game

Your team is responsible for knowing and understanding the *FIRST*LEGO League TRASH TREKSM Robot Game. All of the game documents can be found on the *FIRST* LEGO League website.

You are required to know the following for the robot competition: Field Setup, Rules, Missions, and Robot Game Updates.

Coaches: Two Coaches will be permitted to join the team on the competition floor, but you must stay behind the line with the team and refrain from actively directing the team during the game. Please do not touch or handle the robot or attachments during this time. Consider yourselves spectators with the best spot in the house to watch the game.

Your team will participate four (4) times at the competition tables – the Robot Game will begin with a Practice Round. The purpose of the Practice Round is to give your team the opportunity to experience the queuing process, competition timing, and of course, to get rid of some of those nerves. This Practice Round is just that – a practice – and it does not count, even if this is

the best score your team has at this tournament. Your Robot Performance score is the highest score your team achieves out of the three official rounds.

NOTE: Remote controls are not allowed anywhere at this tournament (This includes Smartphone applications that enable you to control your robot remotely). Bluetooth may not be used. Your team could be disqualified if you are found remotely controlling your robot anywhere during the competition or if your Bluetooth is enabled in the competition area!

Make sure you are ready to compete at least ten (10) minutes prior to your scheduled robot round. Remember to respect the referees and the other teams – and **HAVE FUN!**

Awards

The following awards will be presented at this tournament:

- Champion's Awards: 1st, 2nd, and 3rd Place
- Robot Design Awards:
 - Mechanical Design Award: 1st and 2nd Place
 - Programming Award: 1st and 2nd Place
 - Strategy & Innovation Award: 1st and 2nd Place
- Core Values Awards:
 - Teamwork Award: 1st and 2nd Place
 - Inspiration Award: 1st and 2nd Place
 - Gracious Professionalism Award: 1st and 2nd Place
- Project Awards:
 - Presentation Award: 1st and 2nd Place
 - Innovative Solution Award: 1st and 2nd Place
 - Research Award: 1st and 2nd Place
- Robot Performance Awards: 1st, 2nd, and 3rd Place
- Founder's Award
- Epic Award
- MLK Jr. Dream Award
- Adult/Coach Mentor Award
- Youth Mentor Award
- Outstanding Volunteer Awards

Championship Advancement

Three teams from this tournament will be invited to advance. Our 1st Place Champion will be invited to the 2016 FLL World Festival April 27-30 in St. Louis, Missouri. We have invitations to these opens, as well, which will be offered to our 2nd and 3rd Place Champions first: the Razorback Invitational in Fayetteville, Arkansas (May 19-22, 2016) and the LEGOLAND® North American Open in Carlsbad, California (May 20-22, 2016). Advancing teams will be selected using [Champion's Award](#) criteria.

What is Gracious Professionalism®?

Gracious Professionalism® is part of the ethos of *FIRST*. *FIRST* National Advisor, Woodie Flowers, coined the phrase. “Gracious Professionalism is a way of doing things that encourages high-quality work, emphasizes the value of others, and respects individuals and the community. With Gracious Professionalism, fierce competition and mutual gain are not separate notions. Gracious professionals learn and compete like crazy, but treat one another with respect and kindness in the process.”

We expect all team members, volunteers, coaches, and families to behave as Gracious Professionals.

Tournament Cancellation Policy

The 2016 Ohio FIRST LEGO League State Championship will only be canceled or delayed due to causes and conditions beyond the tournament organizers’ control, including, but not limited to, venue closures, Acts of God, government restrictions, and/or any other cause beyond the tournament organizers’ control. In the event of inclement weather, the tournament will be canceled if Greene County is under a Level 3 Snow Emergency. Please refer to local news and radio for current county advisories. If the event must be canceled, it will not be rescheduled and a lottery will be held to determine advancing teams.

Competition Day Checklist

	Team Roster for teams competing in United States and Canadian regions
	Team Information Sheets (Four (4) copies)
	Robot, attachments, extra parts
	Fresh batteries/spare batteries/rechargeable battery charger
	Computer and battery (if available) and power cord
	USB download cable (Bluetooth use is NOT permitted at the tournament)
	Extension cord and power strip
	Box to carry robot to competition field
	Provisions for lunch
	Bin to hold personal and team items (coats, games, etc.) to fit under Pit table
	Project judging materials, props, and displays
	Core Values Poster
	Graphics demonstrating programming strategy for Robot Design Judging
	Team games or activities for downtimes (optional)
	Team Banner or poster to carry for ceremonies or for Pit space (optional)
	Team Giveaways (optional)